Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10-770-43 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE **FOR** NUMBER FILED NUMBER EXTRA BASIC FEE 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS minus 20= XS 9= X\$18= OR 0 INDEPENDENT CLAIMS minus 3 = X43 =X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL 986 **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY SMALL ENTITY (Column 1) OR (Column 3) (Column 2) CLAIMS HIGHEST ADDI-ADDI-Þ REMAINING NUMBER PRESENT MENT TIONAL RATE RATE TIONAL AFTER **PREVIOUSLY EXTRA AMENDMENT** FEE PAID FOR FEE MEND Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER **PRESENT** AMENDMENT RATE TIONAL RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR **FEE** FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145 =+290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT AFTER **PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA AMENDMENT PAID FOR** FEE FEE **Total** Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

OR

OR

+290=

TOTAL

+145=

ADDIT. FEE

TOTAL

^{*} If the ntry in column 1 is less than the entry in column 2, write "0" in column 3.

^{**} If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."